



Deluxe Edition
Creating and
Sharing for
the World of
Greyhawk!



The West Journal

GARY CON XI

Issue 28
Feb 2019



CELEBRATING THE
WORLD OF GREYHAWK
A FANDOM RENAISSANCE



8

cribe's Chronicle: “The more things change...”

Over the past 24 years there have been, many, many fine contributors to who wrote fan-published material. This year is no different. But, this year, in celebration of GaryCon XI, we are putting together a sampling of that work, to showcase how creative and skilled Greyhawk fans are! Moreover, we've put together a **print** compilation, which is a first! This issue of the *Oerth Journal* is actually a special edition, because it's actually a handout produced specifically for the panel seminar, “**Celebrating Greyhawk—A Fandom Renaissance**” we are all presenting at GaryCon XI. It's kind of a present to the community, because we're proffering this *Oerth Journal* that is both **by** and **for** them for the upcoming 24th anniversary of the magazine.

Of course, just as many fans of the WORLD OF GREYHAWK who have contributed to the magazine, there have been just as many staff who've worked hard to present it. We'd like to thank all of the previous editors who've gone before, without whom this esteemed fan publication would not even exist.

Just as much, we'd like to thank both the creators and publishers of the setting, who have given us something to love so much. Since 5th Edition came out and Greyhawk is mentioned right alongside all of the other great settings of D&D, there's been a reinvigoration of interest in it. Players both new and old are flocking to Greyhawk like never before—or rather, like in days of yore. And not just for 5th edition; it's bringing back fans of all editions! It's inspirational how many fans have been interested in writing content on their own, and sharing it with the community. There's even so much content that we've linked this issue to a webpage for the seminar where readers can view and download more bonus content! We've entered a new era, where digital content is as important and necessary as the content in the magazine itself. While the fan content has almost always been published as a PDF, it's kind of a significant reversal that it's now being seen in print.

So, the appearance has changed, the web-presence of the magazine has changed, editors and authors have changed—there's a lot different ... but, there's always going to be fans who love the setting; there'll always be people interested in the original campaign world of Gary Gygax, and there will **always** be fans who want to **create and share** for the WORLD OF GREYHAWK!!

“...the more they stay the same!”

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GaryCon XI, 2019
Celebrating Greyhawk
A Fandom Renaissance

Table of Contents

Alternate Oerths: Order of Ulek: Founding and Synopsis —by Jay Scott	2
Gazetteer of the Flanaess: State of the Bandit Kingdoms —by Will Dvorak	4
Alternate Oerths: Order of Ulek: the Shield Lands —by Jay Scott	5
Artist Profile: Trading Card Style Artwork —Jeffrey B. Garrison	6
Rogues Gallery: Erastorîl Ka'arndrik: Drow Sage of Erelhei Cinlu —by Allan T. Grohe Jr. ("grodog")	7
Gazetteer of the Flanaess: Rhennee Rumors from Up and Down the River —by Kristoph Nolen with the Oliver Brothers	12
Gateway to Adventure: The Great Flanaess River Adventure —by Oliver Brothers with Kristoph Nolen	13
Cultists of Tharizdun (comic) - by Mike "GreyhawkMike" Bridges	13
Gateway to Adventure: The Cerulean Cyst —by Carlos Lising	14
Gateway to Adventure: The Wall —by Denis "Maldin" Tetreault	22
Delleb's Quill: Greyhawk Reborn —by Dave Guerrieri	24
Delleb's Quill: The Greyhawk Channel —by Kristoph Nolen	29

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THE ORDER OF ULEK

the Founding and Synopsis

By Jay L. Scott

The Order of Ulek's origins can be traced back to an original group of adventurers, some directly participating in the Battle of Emridy Meadows in 569. A majority of these characters hailed from the Wild Coast and the Kingdom of Celene. As tensions arose between the Navies of the Sea Princes and Keoland in the years after the fall of the original Temple of Elemental Evil, and strong evidence of an invasion of humanoids into Celene and the Principality of Ulek was materializing, a plan was devised to begin building fortresses along the southern Jewel River to thwart an overwhelming attack. The Dwarven Prince of Ulek remained suspiciously quiet on approval of this plan, saying nothing at all in reply.

Without a true blessing from the leader of the Principality, the adventurers continued their plans, and constructed Wales Castle, a large keep at the delta of the Jewel River, in 578CY. As history shows, Wales Castle was built just in time, as all-out war began between the Sea Princes and Keoland a few months later in 579. Forces from the Pomarj also attempted crossings into the Principality of Ulek, and were stopped repeatedly by the now-known Protectors of Ulek. Only with secret movements through the Suss Forest were the humanoid armies (with obvious Human leadership) having some modicum of success attacking Celene.

Known as the Sorrowful Wars (taken from the Age of Great Sorrow in the original folio), the Sea Princes would not be pushed back out of Keolandish territories (having secretly constructed a massive land army, and covertly supplanting leadership in the Yeomanry) for many years. The Principality of

Ulek remained strangely neutral in these Wars, as the Duchy of Ulek and the County of Ulek fought alongside both Keolandish and Celenian forces. The battle that turned the tide in the invasions of the humanoid

armies was the Battle of Sorrowful Death, in 582. In this conflict alone thousands of Grey Elves were killed, decimating their population in Celene. Yolande herself called for assistance before all hope would be lost, and the Protectors of Ulek arrived just in time to turn the battle from defeat to success, but at great cost.

The next year, in 583CY, with the blessings of the leaders of Celene, the Duchy of Ulek, and the County of Ulek (but not the Principality of Ulek). The Order of Ulek was officially formed.

The Order of Ulek now holds 5 (soon to be 6) fortifications along the Jewel River in the Principality of Ulek (Wales Castle, Outposts 1 & 2, White Tower Keep, Winchesters' Bulwark, and the soon to be completed Warmonger's Tower), and 2 small fortifications actually in the Pomarj (Watchers Towers 1 & 2). Also, the Free City of Altimira on the County of Ulek/Principality of Ulek/Suss Forest border, which was founded by 3 Knights of Ulek constructing fortresses at that site in 593, may be considered a primary Order of Ulek holding.

Over the years, the Order of Ulek has expanded, heeding the call across the Flanaess wherever the need to battle the expansion of Evil has arisen. While the main precept of the Order remains the defense of the Ulek states, and its closest ally, Celene, its influence both militarily and politically, now holds some level of influence in the Shield Lands, The Vesve Forest, and even, to a much smaller extent,



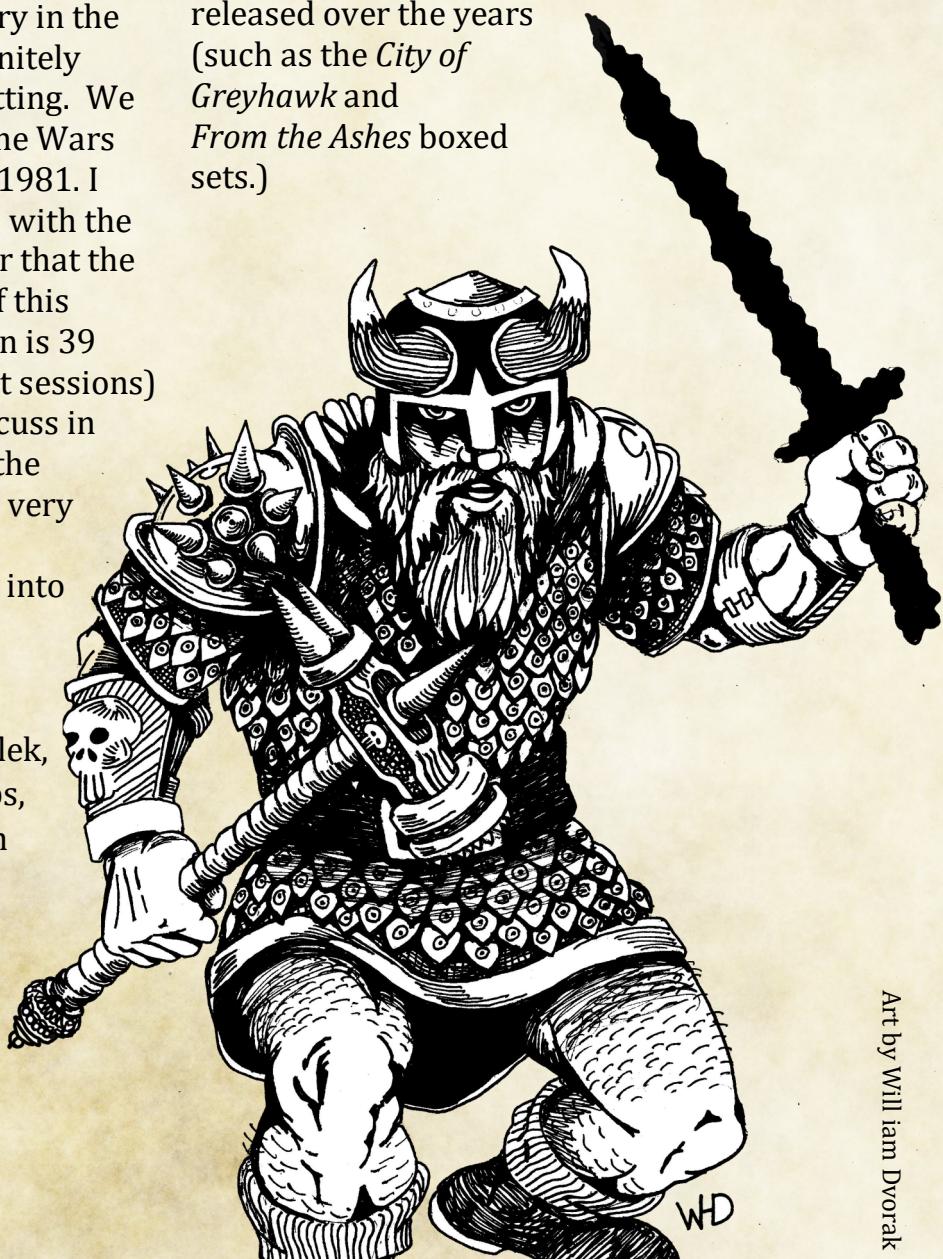
Greyhawk City.

To date, 211 Adventurers have joined the cause of the Order of Ulek, with 93 currently remaining active; 60 more have retired or become inactive. The current Knight Commander of the Order of Ulek is Lord Gosumba, a Celenian native (NG 1/2Eg M, Ft 11/Cl 12/MU 12). Each of the 5 areas of influence has their own Regional Commander

and Executive Commander, as to ensure a quick response may be taken if needed in any area.

Author's Notes: Our Campaign has deviated strongly from canon history in the WORLD OF GREYHAWK; I would definitely consider this an Alternate Oerth setting. We started playing in 1978, and all of the Wars described above occurred through 1981. I started logging Adventures in 1980 with the Battle of Outpost #1, so we consider that the official start to our Campaign. As of this writing, our Order of Ulek Campaign is 39 years old, with 843 Adventures (not sessions) logged. In future writings, I will discuss in depth some more of the History of the Order of Ulek after its founding, it's very colorful personalities, and it's incorporation, as much as possible, into

published "canon" that was released over the years (such as the *City of Greyhawk* and *From the Ashes* boxed sets.)



Adventures about the Order of Ulek, and its allies, mercenary groups, and enemies, may be seen on www.twitch.tv/lordgosumba.

Art by William Dvorak

THE STATE OF THE BANDIT KINGDOMS

By William Dvorak

The land of the Freelords, or more commonly known as the Bandit Kingdoms, has always been a dodgy region. The vast landscape has been home to an array of smaller independent kingdoms with staunch political views such as Dimre and Johrase, or places populated by bandits such as Reyhu, the Warfield's, Rookroost, and Stoink. As hated as the Bandit Kingdoms were before Iuz took control of them, it has become a hotbed of turmoil which threatens to boil over into the surrounding kingdoms, at any moment igniting a new war.

During the invasion, those bandit lords who morally opposed Iuz, or simply despised someone muscling in on their territory, were eliminated and their armies crushed and scattered about the region. Those either too afraid, or smart enough to realize opposition was pointless, have had their lands inundated with refugees fleeing the destruction. The cities of Rookroost and Stoink having their populations bolstered with refugees. Other regions more easily defended such as the Fellreev and Tangles forest, and the massive canyon known as The Rift, have become the new bases of opposition to displaced bandits, most notably the Reyhu in the Fellreev.

The Iuzians still retain a sizable force in the kingdoms under the command of Cranzer of the Lesser Boneheart, but it is fragmented. In theory, he has control over a horde of orcs based out of Kinemeet and an army of Hobgoblins in the Warfields, but the orcs are hard to control, and the hobgoblins have issues with the command structure. Even Cranzer's commanders, like Lord Marshal Arus Mortoth

of Rookroost, are actively undermining his power so they can replace him.

The fear of another massacre like the one that occurred at Steelbone Meadows had been enough to keep the bandits in line for some time but as the Iuzian's control of the region slips those who willingly joined Iuz are beginning to wonder if they might once again be able to regain their independence. The disappearance of most of the fiends employed in the conquering of the Bandit Kingdoms has only accelerated this type of treasonous thinking.

Unlike other regions that suffer under Iuzian brutality, the Bandit Kingdoms still have a fair amount of self-autonomy, an autonomy that was permitted to bring them into the ranks of the empire. Iuz views the land as a resource for labor, fighting men, and silver. To ensure his control, they have begun weeding out anyone not loyal to Iuz. In the old days, your neighbor might steal from you, but the Freelords would always band together to repel an outsider, at least until that outsider was Iuz.

Adventures in the Bandit Kingdoms are as full of intrigue as they are combat. The land is brimming with desperate men looking to survive and desperate lords seeking to stay in power. Those still in power try to divert the attention of Iuz away from them and toward another Freelord if possible. Mixed in among these desperate men are numbers of freedom fighters from The Shield Lands, Urnst, Furyondy, and even the defunct Horned Society. These groups have not just the Iuzians looking for them but the Freelords as well for stirring up trouble in their lands.



THE ORDER OF ULEK

Current Situation in the Shield Lands

By Jay L. Scott

Of the five areas that the Order of Ulek currently holds some military and political influence, the Shield Lands remain the one most active and volatile.

The Shield Lands have suffered constant attempts of invasion going back to the Order of Ulek's founding in 583. Threats have included the Horned Society, multiple petty nobles from the Bandit Kingdoms, the Arch-Mage Keraptis, the Reavers, and currently, Iuz. Iuz and his Demonic forces were successful in an invasion of the Shield Lands during the Great Wars in 610 (our timeline incorporation of *From the Ashes*), and currently continue to hold roughly 60% of the territory; this is down from the complete subjugation of the Shield Lands during the Wars.

Even before the Great Wars, many Shield Landers were disillusioned with the Knights of the Holy Shielding, and looked elsewhere for an organization that could be of future assistance; this was the case with many adventurers that became members of the Order of Ulek, and in particular, the Gradivus family.

The constant fight to retake the Shield Lands in its entirety has continued for 25 years. Multiple mercenary and adventuring parties, with some active members in the Order of Ulek, have maintained their presence in the Shield Lands, and have built or re-tooled existing fortifications as permanent holdings. These include the Legion, which relocated from Greyhawk City and maintain their forces to the northwest of Critwall, as a balance to raids by Shairn Vel Valunnar and the Free Reavers. Also, the Defenders of the Keep, which claim as their holdings the fortress Durgam's Folly and the Drake Estate; both are located north of the city of Axeport.

Jointly working with the Knights of the Holy Shielding, the Order of Ulek has assisted in the retaking of Admundfort, Critwall, Axeport, and most recently, Walworth's Crossing (although this currently remains in doubt, as pilgrims (LN worshippers of Pholtus) from the Theocracy of the Pale have laid claim to this town at the crossroads

of major road intersections in the center of the Shield Lands, renaming the town Light's Reclaimed Pillar.

In 624, an Oligarchy of three individuals

was elected from multiple representatives of influence from The Knights of the Holy Shielding, the Order of Ulek, and multiple mercenary organizations. Those elected were Katarina Walworth, Valderesse Sharn (alive in our Campaign), and David Gradivus II (dual class H M, Cl 7/Pd 10). David's election created particular enmity in some factions of the Order of the Holy Shielding. While Katarina and Valderesse were active Knights, David, although a native, was an active member of the Order of Ulek. Shielding Knights such as Randal Wyght and Chet Bluegrass were outraged, and plotted ways to supplant David (all in failure). All three were reelected to a second five year term, and to a third and final five year term in the current year 635.

In an effort to stop this third reelection from occurring, Randal Wyght, with his second in command, Chet Bluegrass, marched his army, roughly one third of all military forces for the Order of the Holy Shielding at that time, north to Walworth's Crossing. They would attempt to defeat a large army of zombies that were plaguing this area. This was timed to occur right before David Gradivus II was to wed his long love, Ashley Winchester of Keoland.

The Shield Lander force met the zombie army and slaughtered it. However, as they were celebrating through that evening into the next day's sunrise, the entire zombie army reformed. Also, the Lesser Boneheart Priest Panshaszek appeared on the battlefield with his greater thassaloss bodyguard, and multiple greater demons. The drunken Shield Lander army was



caught completely by surprise, and was thoroughly annihilated (and added to the zombie army). Both Randal Wyght and Chet Bluegrass managed to survive, but with extremely grievous permanent injuries. They were both recovered by a force led by David Gradivus and Ashley Winchester, with other Knights of Ulek, and some friendly mercenaries. It was discovered that a Grave Master had taken residence in the area, capable of raising every dead corpse within a 25 mile radius every sunrise. Only with the Grave Master's defeat and Panshaszek's retreat, was this force able to save the day at Walworth's Crossing.

The fight to retake the Shield Lands continues on.

The current Commander of the Order of Ulek in the Shield Lands is David's Uncle, Ralestone Gradivus I (dual-class H M, Ft 10 / SP 10) and the

Executive Officer is Jelaine Chauncer (H F, Cv 10). Both are Shield Land natives. As the Order of the Holy Shielding regains its purpose and strength, members of the Order of Ulek continue to assist by providing training, coinage, and a continued flow of adventurers to the area.

Author's Notes: Our Campaign has deviated strongly from Canon history in the World of Greyhawk; I would definitely consider this an Alternate Oerth setting. Wherever possible, "Canon" publications, like From the Ashes, were incorporated into our Campaign storyline. However, some great characters and personalities remain alive and well (Valderesse Sharn and Grimmri Fischer of the Fellowship of the Torch are examples) in our setting.

Adventures about the Order of Ulek, and its allies, mercenary groups, and enemies, may be seen on www.twitch.tv/lordgosumba.

JEFF B. GARRISON

Trading-card style artwork



Jeff is a great Greyhawk fan.

He produces art just because he likes creating. ... but, that fits in well with what Greyhawk is all about: creating and sharing all the different versions of the WORLD OF GREYHAWK that we all have.

Jeff creates these small illustrations with colored pencils, and illustrates them at the size of popular trading cards. His artwork is clearly influenced by early D&D artists like Dave Sutherland and Erol Otis, the latter of whom is attending GaryCon2019 as a Guest of Honor, further celebrating the WORLD OF GREYHAWK!

Until recently, Jeff had been posting his artwork in places like Facebook groups, and other social media. He had been hoping to find exposure and a home for his artwork.

A member of one of the groups he belongs to, [Sages of Greyhawk](#), mentioned to him he ought to contact [GreyhawkOnline.com](#), and Jeff took

them up on that suggestion and after joining the GHO Discord server, he now has his own page with a small gallery of his artwork!

His work is very iconic, even showing orcs with very old-school appearances, with porcine snouts, and all! There's a little bit of the "Gamorean Guard" look to them! His art is fun, and almost whimsical, and is a great resource for DMs looking for artwork to place on paper minis, or to show their players as an NPC or opponent, or even to just appreciate and share with other Greyhawk fans!

We can't wait to see what Jeff does next! And thanks, Jeff, for your effort in **creating and sharing** for the WORLD OF GREYHAWK!! See more of his artwork at [GreyhawkOnline.com/jbgarrisonart!!](#)



ERASTORIÛL KA'ARNDRIK

Drow Sage of Erelhei-Cinlu

By Allan T. Grohe, Jr. ("grodog")

Chaotic Evil male drow

Magic-User 15th level and Sage

Hair: bone white

Eyes: orange-yellow

Height: 5'3"

Weight: 111 pounds

Age: 698 (category: old, but appears youthful and foppish)

Infravision: 12" (drow susceptibility to light)

Listen: 3 in 20

AC: -2 (Bracers of Defense AC 4, Ring of Protection +3, Dex bonus)

Rear AC: 1

Movement: 12" (silent 75%)

Hit Dice: 11d4+3

Hit Points: 24

Magic Resistance: 80%

XP Value: 12,330

Str: 7 -1 to hit, Open Doors 1 in 6, 0% BB/LG

Int: 21, 97% know spell, 13 min/0 max spells/level

Wis: 11

Dex: 17 +2 reaction/missile, -3 AC; ambidextrous

Con: 8

Cha: 15 7 max henchmen, +15% LB/RA

Paralyzation, Poison, Death Magic 11

Petrification/Polymorph 9

Rod/Staff/Wand 7

Breath Weapon 11

Spells 8

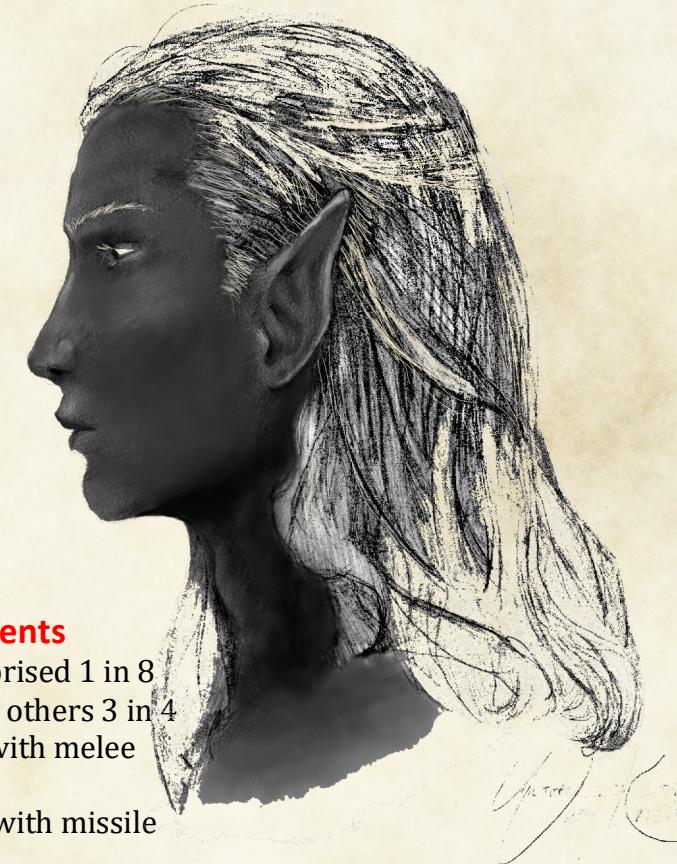
Base Saving Throws

Saving Throw Bonuses

+3 on all (ring)

+3 vs. directed attacks (Dex)

+2 vs. magic (drow)



Combat

Adjustments

Only surprised 1 in 8

Surprises others 3 in 4

-1 to hit with melee

weapons

+2 to hit with missile weapons

Pre-cast *Contingency*: if takes 10 or more hp damage in any single attack or series of attacks, automatically *dimension doors* to his personal bedroom on Level 5 of The Carnelian House.

Spells At-Will (drowic): Dancing Lights, Faerie Fire, Darkness, Detect Magic, Know Alignment, Levitate

Spells Memorized in bold (with Additional Spells Known after semi-colon): 5 5 5 5 5 2 1

1st: **Comprehend Languages, Feather Fall, Magic Missile x2, Protection from Good, Unseen Servant;** Burning Hands, Erase, Mount, Nystul's Magic Aura, Read Magic, Reduce, Shield, Tenser's Floating Disc, Ventriloquism, Write

2nd: **Continual Light, ESP, Knock, Mirror Image x2;** Pyrotechnics, Wizard Lock

3rd: **Fly, Melf's Minute Meteors, Protection from Good 1" Radius, Sepia Snake Sigil, Slow;** Explosive Runes, Protection from Normal Missiles

4th: **Charm Monster, Dimension Door, Ice Storm, Minor Globe of Invulnerability, Wizard Eye;** Fire Charm, Rary's Mnemonic Enhancer
5th: **Extension II, Hold Monster, Iscaladoc's Insular Barrier, Passwall, Wall of Iron;** Stone Shape

6th: Mordenkainen's Lucubration, Project

Image; Contingency, Spiritwrack

7th: Limited Wish; Simulacrum, Torment, Truename, Vanish

Magic Items and Equipment

Potions: gaseous form, extra healing, undead control (ghost), undead control (vampire)

Scrolls: 1) Protection from Demons; 2) Dispel Magic, Wall of Force, Imprisonment, Gate, at 19th level; 3) Evard's Black Tentacles, Mordenkainen's Sword, Symbol at 17th level

Rings: Protection +3; Proof vs. Detection and Location (as Amulet)

Rod of Passage (22 charges)

Bracers of Defense AC 4

Dust of Appearance (14 pinches)

Leomund's Secret Chest

Drowic Equipment (all non-magical)

Drowic dagger +3

Drowic cloak and boots (75% hide in shadows and move silently)

Unused Drowic chainmail +4 and shortsword +3

Drowic and Magic-User Abilities

Within 1" without concentration: Detect Concealed Doors 17%

Within 1", with concentration: Detect Secret Doors 33%, Concealed Doors 50%

Within 1", with concentration: Detect Grade/Slope 75%, Detect New Construction 75%, Detect Sliding/Shifting Walls/Rooms 67%, Detect Stonework Traps 50%, Determine Depth 50%

Languages: Aboleth, Ancient Baklunish, Chaotic Evil, Common, Drowic, Drowic Silent Speech, Demonic, Daemonic, Elf, Gnome, Illithid, Ogre, Slaad, Suloise, Titan, Undercommon, Xorn

Manufacture potions, scrolls, and magic items

Sage Abilities: +5% on politics/hunting queries

Minor Fields: Demi-Humankind (Drow)

Major Field: Supernatural/Unusual

Major Field Specialties: Cryptography; Demons; Planar Architecture; Sigils, Runes, Symbols, and Glyphs

NPC Traits

Baseline Knowledge %	General	Specific	Exact
Out of Field	41%	19%	—
Minor	59%	38%	15%
Major	37%	27%	13%
Specialty	41%	45%	34%

Possessions/Wealth: Above Average

Sanity: Normal (for a drow...)

Tendencies: Cautious

Personality: Extroverted

Disposition: Diplomatic

Intellect: Active

Nature: Vengeful

Thrift: Average

Materialism: Average

Energy: Normal

Morals: Vicious

Honesty: Deceitful

Bravery: Brave

Piety: Zealot

Interests: Hunting, Politics

Background and History

Erastoriûl Ka'arndrik is a once-renown drowic fighter/wizard who now resides in exile in Erelhei Cinlu. In his youth, he served the drowic House of Shermûr before its destruction, after which he fled the Vault for over 200 years. He returned under his current identity in 194 CY and works in semi-obscurer retirement as a sage in The Carnelian House.

Older than he appears, Erastoriûl lost his levels in the fighter class when his Strength score fell below 9 due to old age. Despite his advancing years, he remains driven by his desire for vengeance against those who destroyed Sherimûr.

As a sage, Erastoriûl has researched exacting queries for at least two members of the Circle of Eight, one of whom is most likely Bigby; this accounts for his knowledge of their personal spells. Two of his magical scrolls are recent payments for such scholarship, and the new dweomers are not yet transcribed into his spellbooks.

Through Erastoriûl's surface contacts, he has learned that a scion of House Shermûr still survives;

he seeks to locate her or him and to aid in the restoration of the house to its former glory. He would revel to flay his ancient rivals then *imprison* them for eternity!

(new spells for Iscladoc and Evard appear on Canonfire! at :
[www.canonfire.com/cf/modules.php?
 name=Your_Account&op=userinfo&username=grodog](http://www.canonfire.com/cf/modules.php?name=Your_Account&op=userinfo&username=grodog)
 and provide additional background detail).

Pyrotechnics, Wizard Lock

3rd: **Slow**; Explosive Runes, Fly, Protection from Good 1"
 Radius, Protection from Normal Missiles, Sepia Snake Sigil

Magic Items

Potions of Healing (2 doses),

Wand of Magic Missiles (47 charges, command word
 "Xusse")

Ring of Protection +2

Bracers of Defense AC 7

Drowic Equipment (all non-magical)

Drowic dagger +2

Drowic cloak and boots (75% hide in shadows and move
 silently)

Sage Abilities: +5% on fishing/cooking queries

Minor Fields: Demi-Humankind (Drow)

Major Field: Supernatural/Unusual

Major Field Specialties: Demons; Planar Architecture

Baseline Knowledge %	General	Specific	Exact
Out of Field	19%	9%	--
Minor	28%	18%	8%
Major	37%	27%	13%
Specialty	41%	45%	34%

NPC Traits = The eight traits listed in *red italics* highlight the deviances from Erastoriûl Ka'arndrik's baseline personality

Possessions/Wealth: Above Average

Sanity: Normal (for a drow...)

Tendencies: Studious

Personality: Average

Disposition: Diplomatic

Intellect: Brilliant

Nature: Vengeful

Thrift: Average

Materialism: Intellectualist

Energy: Normal

Morals: Aesthetic

Honesty: Liar

Bravery: Foolhardy

Piety: Zealot

Interests: Fishing, Foods & Preparation

Mor-Fîel, the Simulacrum – NOTE: refer to

Erastoriûl Ka'arndrik's entry above for any unlisted details about Mor-Fîel

Chaotic Evil male drow

Magic-User 5th level (Thaumaturgist) and Sage

AC: 2 (Bracers of Defense AC 7, Ring of Protection +2, Dex bonus)

Rear AC: 5

Movement: 12" (silent 75%)

Hit Dice: 5d4

Hit Points: 13

Magic Resistance: 60%

XP Value: 653

Base Saving Throws

Paralyzation, Poison, Death Magic	14
Petrification/Polymorph	13
Rod/Staff/Wand	11
Breath Weapon	15
Spell	12

Saving Throw Bonuses

+2 on all (ring)

+3 vs. directed attacks (Dex)

+2 vs. magic (drow)

Combat Adjustments

Only surprised 1 in 8

Surprises others 3 in 4

-1 to hit with melee weapons

+2 to hit with missile weapons

Spells At-Will (drowic, 1/day each): Dancing Lights, Faerie Fire, Darkness, Detect Magic, Know Alignment, Levitate

Spells Memorized in bold (with Additional Spells Known after semi-colon): 4 2 1

1st: **Comprehend Languages, Protection from Good, Tenser's Floating Disc, Unseen Servant**; Burning Hands, Erase, Feather Fall, Magic Missile, Mount, Nystul's Magic Aura, Read Magic, Reduce, Shield, Ventriloquism, Write

2nd: **Continual Light, ESP**; Knock, Mirror Image,

The Carnelian House – A Quick Key

Inhabitants

Erastoriûl Ka'arndrik: see above

Mor-Fîel, Erastoriûl Ka'arndrik's *simulacrum*: see above. Only Erastoriûl Ka'arndrik knows that Mor-Fîel is a *simulacrum*; all others attribute their differences when meeting one versus the other to Erastoriûl Ka'arndrik's sagely eccentricities.

12 ash mephit servants (unless noted, treat as smoke mephitis without combustion upon death): AC 3, Mv 12"/24", HD3, hp 17 each, #AT 2, D/AT 1-2/1-2, SA Breath weapon; use *invisibility*, *dancing lights* 1/day each at will, not permitted to *gate* by Erastoriûl

7 demon guardians: the demons are usually (85%) polymorphed into either a bugbear or troglodyte form

6 Type III demon: AC -4, Mv 9", HD 10, hp 70, 61, 55, 68, 56, 64, #AT 5, D/AT 2-12/2-12/1-3/1-3/2-5, spells at will: darkness 1" radius, fear (as wand), levitate, pyrotechnics, polymorph self, telekinese 4000gp wt, not permitted to *gate* by Erastoriûl, MR 60%, XP 3380, 3254, 3170, 3352, 3184, 3296

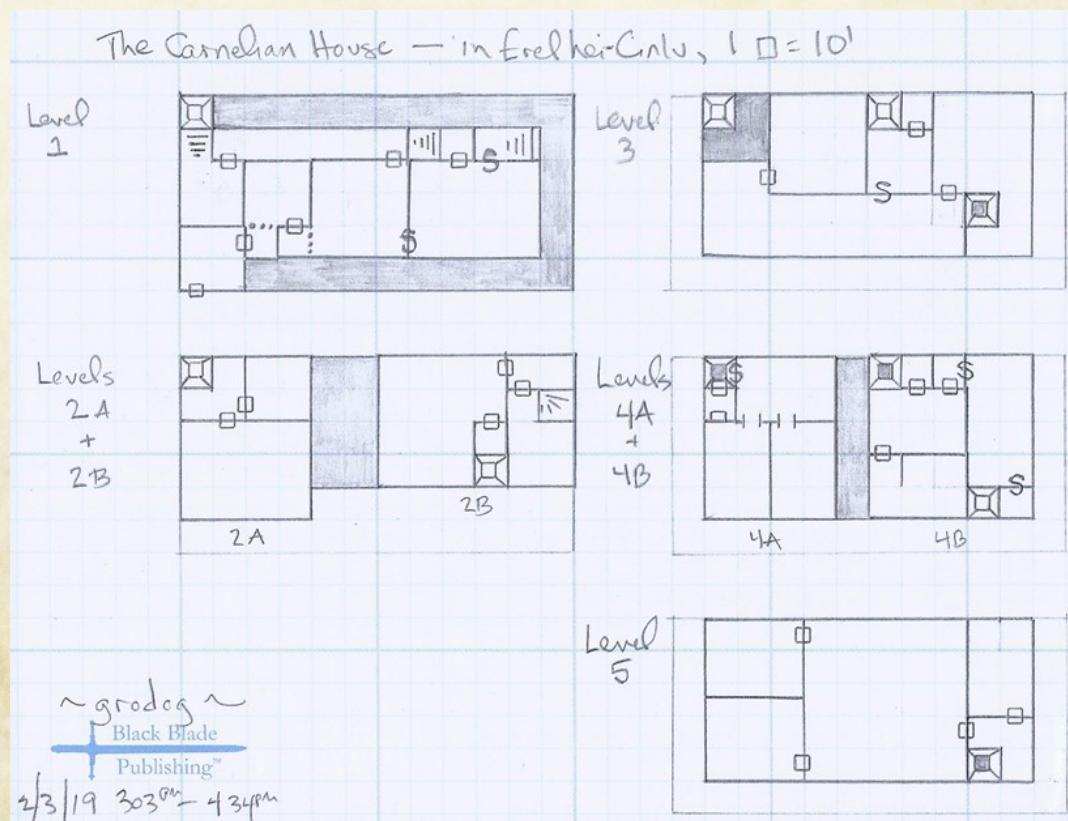
1 Type IV demon "Johud" as overseer:

AC -1, Mv 9"/12" (MC: E), HD 11 (attacks as 14 HD), hp 84, #AT 3, D/AT 1-4/1-4/2-8, +4 to hit/damage due to great strength, SA spells at will: create illusion (as wand), levitate, detect magic, read languages, dispel magic, polymorph self, telekinese 5000gp wt, project image, symbol (fear/discord), gate (1 demon types 1-4, 60%), SD +1 weapons to hit, MR 65%, Int Exceptional, XP 5462

Erastoriûl Ka'arndrik will occasionally conjure the succubus Am-Meleda Imoar'tce-le to slake his lust (20% chance, if present she will appear as a nude female elvish 8slave): AC 0, Mv 12"/18" (MC: C), HD 6, hp 37, #AT 2, D/AT 1-3/1-3, SA 1 level energy drain with kiss, spells at will: darkness 5' radius, etherealness, charm person, ESP, clairaudience, suggestion, shape change, gate (type 4 or 6 or prince, 40%), SD +1 weapons to hit, MR 70%, Int Exceptional, XP 2322

Exterior Description

The Carnelian House is a distinctive reddish-carmel-hued structure approximately 85 feet tall. Its whorled surface is lustrous and unmarred by the



passage of centuries. Some speculate that the hues and patterns within its walls shift slowly over time, but this has never been proven. The structure sits nestled among the rest of the buildings that face the Street of Fallen Shards, and directly abuts them to the west, north, and east. Its gemstone walls rise to a wide and blunted cone, not unlike the peak of a gnome's pointed hat that has fallen to one side. Therefore there is no roof surface, per se.

For climbing purposes, the walls of The Carnelian

House are treated as *exceptionally smooth* and *slightly slippery*. Attempts to scale them incur 10x the normal chance to fall, at a movement rate of three feet per round of successful climbing.

While its exterior façade appears unified (and unbroken by windows, although small chimneys do pierce its peak), the interior of the Carnelian House is divided into two distinct sections that do not share common space save upon the first floor.

Baphomet's Portal

The entry door into The Carnelian House stands 8' tall and 8' wide, and is carved from matte black metal with silvered highlights (it is forged of ayrn, Abyssal iron). It offer neither hinge nor handle upon it surface, and depicts the demon prince Baphomet in his glory, in two different images, one per face of the door:

The door's outer face (facing the exterior of The Carnelian House) displays Baphomet as The First King of the Abyss---tall, muscled, and malign, with proud horns that are long, sharp, and a glossy black---seated upon his Hornéd Throne in Minauros, a gigantic maze on the 149th layer of the Abyss, surrounded by the massive, ever-shifting labyrinthine patterns on his ballroom's floor tiles.

The inner side of the door features Baphomet as Champion of the Abyss looking out upon Primal Chaos of Limbo, from the Wall of Worlds' End—a great height of planar mountains against which the Seas of Chaos churn. He wears his blackened breastplate (which bears his personal rune), and wields the now-lost Nyt Scepter—an eight-foot mace-like rod of mitrhil-alloyed duranol, carved into the shape of an abyssal dragon or some other bat- or lizard-like creature atop some spire, its tail wrapping around the shaft—and wears upon his brow, between the horns, the triple-tiered Crown of Abraxus, also forged of black ayrn, and topped with 66 glowing lavanreals, one for each of Abraxus' mighty childer that rule the Abyss.

Baphomet's Portal registers as both magical (strong evocation, moderate abjuration) and evil (strong, watchful) if those traits are detected. It is immune to *knock* (including from a **chime of**

opening), *hold portal*, and *wizard lock*, and opens only upon verbal command by its attuned owner. The owner may also command Baphomet's Portal to *roar* once per week:

The outer face bellows outward and all within 12" must save vs. breath weapon at -6 or suffer *weakness* (lose 50% of Strength); any creature within 3" is also *deafened* (no save, attack at -1 to hit, 25% chance of spell failure). Both effects last 9-12 turns.

The roar of the inner face is palpable sound that *paralyzes* all targets with 6" for 4-16 rounds unless they save vs. breath weapon at -4; saving creatures are *stunned* for 2-8 rounds.

For more on the Carnelian House, and Baphomet's Portal (including finding out what happens if both doors are commanded to roar at the same time!!), visit Greyhawkonline.com/seminar to download the full article by Allan T. Grohe, jr ("grodog")!!

More of Allan's writing's can be found at GreyhawkOnline.com/grodog/greyhawk! "Grodog's Greyhawk has been maintained for over a decade, and has all kinds of useful references that he's compiled in his writings!"



Art by Will Dvorak

RHENNEE RUMORS FROM UP AND DOWN THE RIVER

By Kristoph Nolen with the Oliver Brothers

"Ahh!! *Gadjo!* You come again to ask about my people! As I always have, I shall answer your questions, and tell of our customs and share tales of our journeys. Tell me, now ... what is it you wish for your good and faithful friend Meritaelin Vindreskaya to tell you about this fine day? Rumors of the river? Why, yes! I know many of the goings on up and down the rivers of the Flanaess!

... You do have golden coins, yes?"

- 1) When I was just down the river last week, I heard tales of how lycanthropes have been moving through the Ironwood! They are not rumors, this I know, because we've heard this from towns beyond counting in the area, and all from those whom you *gadge* would call respectable citizens! Late at night, there've been creatures seen, sometimes half-wolf, but others half-rat, or some other mixture of man and creatures most foul! Always moving west, but, where are they going to? No one knows! Why are they doing this? No one knows that, either! But, Ol' Meritaelin can tell you one thing that you can be sure of, *gadjo*—it will not end well!
- 2) A bit upstream the other day I heard from many of the *koshto* living in Verbobonc, the "good people". They whisper to each other about some *dosch louat dinnele* out near the old School of Magic outside the eastern walls of the city which burned down so many years ago. I can only imagine those fiend-worshipping fools are up to no good. Talk says there's glowing, dancing auras in the sky over the ruins, and thunderous booms can be heard from miles away. None really dare go out there, because of strange fog masking the

whole place! It's an ill omen for certain, a *prikaza!* The thick, impenetrable fog simply doesn't ever go away; it even covers the old school on the brightest and warmest of days!"

- 3) You have heard, I am sure, of old tales from years gone by of Slavers. My people always do our best to avoid such takers, and those who set such traps, because no one will concern themselves with one of *Rhennee* gone missing. But, we've heard alarming talk of raids on fishing villages down far in the western reaches of The Lake near the City of Sails. These men (thought we only assume they are men) don't only take goods and property, but, also many a good villager has vanished into the night, and none know to where. Some say these innocents are being taken for ransom; but it is known and true that ransom can't come from people who have nothing. Perhaps I am overly fearful, but I believe it is *robiredja*—the scourge of the slave trade—that has reached this small corner of the Waters! And that should bring a chill to ever' last mother and father alive."
- 4) The Cairn Hills, they say, are better left for the foolish to try their luck; it is there unwary travelers have seen a mysterious green fog. When the green fog rolls in, they say, so too does death. Drowned things once living crawl out of the great lake; things better left unseen, things better left unsaid."

Remember *gadge* ... others will lead you astray!

But, your good and faithful friend Maritaelin is always here as your guide, *gadjo*. If you stay close and listen to what I tell you of the *Rhennee*, you will learn much of our ways. You merely have to experience a culture that is not yours, and learn to see us as the creatures of The Waters that we are. They are our home, and we want nothing more than to live our lives upon them.

I bid you *mai dikashamen*, and *latcho*

dromardipe ... have a good evening, and a good journey. And always remember, gadjo ... there is an old Rhennee saying ...

"kon mangel te kerel tumendar roburen 'ci 'soxa phenela tumen o 'ca'cimos pa tumare perintonde"

"He who

wants to enslave you will never tell you the truth about your forefathers."

[**Author's Note:** The descriptions above correspond to the numbered Key on the accompanying map folio by Anna B. Meyer.]

THE GREAT FLANAESS RIVER ADVENTURE

The narration above details the rumors and activities up and down the Velverdyva and Artonsamay Rivers and is entirely based on the 15-module campaign written and produced by the Oliver Brothers—

The Great Flanaess River Adventure !

The adventure path is a journey style campaign that takes the player characters from the headwaters of the Velverdyva River (at that point actually the Fler), by canoe, all the way to the Free City of Greyhawk.

There's a wide variety of locations, monsters, drama, combat, and roleplaying opportunities throughout. It begins far to the north, and passes southward along the rivers of the Flanaess with adventures taking place at iconic locations that fans know and love. They are steeped in lore and are places we have been familiar with for years, and it adds new stories and lore to them, and to nearby sites.

The authors graciously decided to become a part of [GreyhawkOnline.com](#) by hosting their adventure modules there, and working with the panelists of this seminar to present this preview! Each rumor refers to a particular Chapter of the *River Adventure*, and are hints and plot hooks hinting at what the players can expect to find in various Chapters of the adventure!

You can find the entire series, and description and notes from the author at [GreyhawkOnline.com/river-adventure](#).

If you like the narrator, Meritaelin Vindreškaya, you can find more stories from him about Rhennee culture and society in an ongoing series on posted to Greyhawk Online.

[greyhawkonline.com/category/rhennee](#)



CULTISTS OF THARIZDUN

by Mike Bridges

Artwork by Mike "Greyhawk Mike" Bridges

THE CERULEAN CYST

By Carlos Lising

This adventure has been written to be used with the **Advanced Dungeons & Dragons (1E)** rules published by TSR Games®. However, it has been designed and developed in such a way that it can be easily adapted to other iterations of Dungeons & Dragons rulesets (or even other systems entirely) with a minimum of effort.

[Editor's Note: Larger versions of the adventure maps herein can be found for download at Grehawkonline.com/seminar.]

Terrain: Dungeon

Total Party Levels: 37-47 (average 7th)

Set Up

Ancient lore relating the history of the Suel Houses of Pursuit as they made their way across the Flanaess hints at the existence of a long-forgotten crypt located within the Abbor-Alz. Called The Cerulean Cyst in these kennings, such places typically boast both fabulous treasures and horrific guardians. For adventurers worthy of the appellation, this is an irresistible lure, indeed!

Dwurfolk miners in the Abbor-Alz have broken through the Oerth's crust, only to find a vast body of water beneath the mountainous terrain, atop what they secretly suspect may be a vein of priceless mithril.

Because of its geological situation, draining the water is not an option. As they are no adventurers, they have retained the services of the Player Characters to investigate the site on their behalf.

Background

In times shrouded by the inscrutable mists of history, the legendary Suel Houses of Pursuit once chased the rebellious Prince Zellifar ad-Zol

and his many followers across the land that would one day be known as the Flanaess. In the course of this epic journey, this brave group of men and women would face many harrowing trials. They would find one of these in the form of the elven sorceress, Valondiel, who held dominion over a small tract of land in mountains men would one day come to know as the Abbor-Alz.

Valondiel is said to have been a true fey: A creature unoerthly and inscrutable. Surviving epic poetry mentions her as being a creature so beautiful that the voice of her eyes was deeper than the sum of all flowers and whose every silent step was filled with a weightless gravity and sibylline magic. Yet these accounts also describe her as possessed of a rotten soul and wicked heart. It is said that Valondiel would come to the men of the Suel with the setting of the sun, seducing them from the safety of their fellows. When they would be seen next, it would be in the form of the restless dead, or some kind of twisted and tortured abominations, the names of which men have long forgotten.

The Suel could bear no more. The Houses of Pursuit assembled a score of the bravest and most potent female warriors within their number. Their elders understood that to send men to contend with the beguiling enchantress would be to send them to their doom. Scaling the slopes of the mountains to the lair of the evil fey, the ancient tales of the Suel say this group of heroines warred with Valondiel for thirteen days and nights. When at last they descended, only seven returned to their fellows, battered and broken – yet victorious. None would speak of what had transpired where the sky was as Lendor's blue, unblinking eyes. Such was the terror that Valondiel instilled within them that even in victory, the Suel were quick to leave the land and the memory of the sinister fey behind. This is where that which recorded history has made plain ends.

In truth, the Suel heroines proved quite incapable of killing Valondiel with sword or spear. Yet they could not allow the dark fey to roam the world's face unhindered. So it was that

the women forced her back into the subterranean complex she called her home, using a potent magical item to fill it completely with pure, fresh water. They then sealed the entrance to the place with thick and heavy stone and mortar, hoping that the interdicted sea of their creation might drown her and cleanse the world of the memory of her evils, where steel and iron failed.

Yet Valondiel was every bit the creature the Suel legends purport her to be: Too beautiful, too powerful to die...and far too wicked not to hunger for vengeance against those who would see her drowned and forgotten.

Preparing for the Adventure

Experienced Player Characters will certainly balk at entering a place such as The Cerulean Cyst without doing at least some cursory bit of research about its history and what they might expect within its confines. Although reliable information will prove quite difficult to obtain (as are all accounts of the world previous to the Twin Cataclysms), the expansive libraries in such cities as the Free City of Greyhawk, Niole Dra, and Rel Mord will surely hold snippets of legends and lore regarding the place that Player Characters might exhume and piece together. In doing so, Dungeon Masters may reward Player Characters by revealing portions of the Background section above commensurate with the effort (and coin) they put into their research.

The most important detail that might be discovered about The Cerulean Cyst in this manner is that it is completely full of water, flooded during the land's prehistory as a means of drowning and sealing away an ancient evil. If they are able to learn this, Player Characters can go about equipping themselves appropriately, acquiring items (such as scrolls and potions) and memorizing spells that will allow them to operate underwater. Items and spells that afford or emulate effects such as airy water, free action, and water breathing (though in this latter case, special attention should be paid to the notes regarding magically-induced water breathing in the Dungeon section below!) are essential, as are

those that can provide some sort of illumination.

Should Player Characters rush to begin the adventure without performing such research, the Dungeon Master should allow this, by all means. It may well prove educational...for the next characters they roll up!

The Dungeon

When Player Characters first discover the Cerulean Cyst, they will find a 3' diameter perfect circle cut into one of the pinnacles of the Abbor-Alz. This hole in the ground will be filled to its top with still, cold water. Suffused with ancient, slimy algae and the silty decay of its stone surroundings, the quality of the subterranean body is wretched, at best. Those who wish to investigate its expanse will have to somehow find a way to contend with a completely lightless, underwater environment. This is a test that will challenge even the most daring and experienced adventurers. Dungeon Masters wishing to run The Cerulean Cyst should familiarize themselves with the rules regarding Underwater Adventures found on pages 55 & 56 of the Dungeon Master's Guide (or whatever corresponding rules are appropriate, given the ruleset in play).

Player Characters who descend into the aqueous environment have entered The Cerulean Cyst. They will find that the hole at the surface is the top of a great well that plunges 100' into the substance of the Abbor-Alz before opening into a wider chamber (described in area #1).

Every room within The Cerulean Cyst is composed of stone, covered with a thin, slick layer of algae and mold (the lack of light within the confines of the place doesn't allow for more growth). Unless otherwise described, its ceilings are all 20' tall. There are no doors within its expanse; those that once existed have long since rotted away and disintegrated. No form of light exists within The Cerulean Cyst, and infravision will not avail those exploring the place: The frigid waters that fill it are of a uniform quality and spoil such sight completely. Just as the Player

CERULEAN CYST

Characters bring the means to breathe underwater, so too they must provide a source of illumination if they wish to see.

There is one unexpected property of the aforementioned algae and mold within The Cerulean Cyst for which Player Characters will not likely be able to prepare themselves for, regardless of the amount of research that they perform before testing its depths. Suffused with ancient enchantments meant to prevent the subterranean stronghold's mistress from avoiding her watery doom by way of simple sorcery, it interacts with magically-induced water breathing (such as that afforded by way of most magic items and spells) effects in such a way that its spores infect those that breathe them with a disease that acts identical in all ways to mummy rot. For each hour spent within The Cerulean Cyst, a Player Character using some form of water breathing has a 25% chance to contract this deadly illness (no save).

Player Characters who are either immune to disease, do not need to breathe at all, or use some natural means of water breathing (such as a Druid character's ability to shape change) are not affected by the algae's properties.

Valondiel (now a hideous undead found in area #12 of the dungeon) has found her spirit bound to Level Three of The Cerulean Cyst through the circumstances of her death. Though she may move freely throughout that level, she is unable to leave its bounds. Likewise, those others that dwell within its depths are loathe (though not censured from doing so, as she is) to venture beneath the lights of the sun and stars, either. The fell place is the dark fey's kingdom now, and they are her subjects. Forevermore may that be.

The Cerulean Cyst, Level One

- This 30' x 30' room once served as a receiving room. The rich, silk lined furniture that once filled it has long fallen to ruin, however. Now, these stand within the chamber as little more than morose, shadowy hulks. Nothing of value exists here.

- This area was once a cloakroom used by Valondiel's butlers and valets. When her home was filled with water, six of these men drowned here yet still live on in the form of Lacedon Ghouls. Their skin is horribly bloated and waterlogged, peeling off the bone in sickening ribbons of gore when touched. They rush to the attack as soon as they sense the living within their demesne.

Lacedon Ghouls (6): AC 6; MV 9"/9"; HD 2; hp 10; THAC0 16; #AT 3; Dmg 1d3/1d3/1d6; AL CE; SA Paralyzation; SD Immune to Charm and Sleep; SZ M; XP: 75.

The sides of this room are lined with decaying wood frames that were once fine clothing racks. Hung within these are dozens of ancient, waterlogged garments. Examining these will reveal one such item that stands out

from the others for its excellent condition. This is actually a cloak of elvenkind with a small (ruined) leather pouch in one of its pockets. The pouch is filled with 35 strange coins minted in an unidentifiable silver metal (mithril). These treasures hail from the elvish



community to which Valondiel once belonged, long ago in Oerth's pre-history. Each one would be worth 100gp to a collector that understood their significance.

- The painting of inestimable quality that once hung on the wall at the end of this corridor was bait for the pit trap in the last 10' of the hallway. The trap opens when more than

30lbs of weight is placed upon it, dropping down 10' onto a spiked floor beneath it. Now that Valondiel's home has been flooded, this trap poses little danger to those that might trigger it (they would settle so slowly onto the spikes that they would do them almost harm). The painting on the wall has been ruined by the water and long years and is now utterly worthless.

4. This room was once the home of a Grell ally Valondiel called Ossë (AE: "Terror"). It died with the flooding of her lair, but that merely closed the first chapter of its horrid existence: The horrid thing survives as a Wight, far more deadly than when it yet drew breath. Ossë dwells near the top of the room above its south entry, using its levitation ability to linger in the shadows. When Player Characters enter the room, they will likely not see it, hanging above the doorway, and will almost certainly be surprised when it drops down from its nest to the attack.

Ossë, Grell Wight: AC 0; MV 12"/12"; HD 7+3; hp 45; THAC0 13; #AT 11; Dmg 1d4+Special (x10)/1d6+Special; AL CE; SA Energy drain, Paralyzation; SD +1 or silver weapons to hit, Immune to Charm, Cold, Hold, Lightning, Paralysis, Poison, and Sleep; SZ M; XP: 2,175.

Magic Items: Ring of shocking grasp.

When it senses victims in the room, it will lash out at one of them with its tentacles, seeking to constrict them and then retreat to the top of the room swiftly, where it can murder them before attending to any of their fellows. Note that the first three of the undead Grell's attacks inflict an additional 1d8+6 damage, thanks to its magic ring (though it may only drain a single level each round).

At the top of the room is a small 6" deep shelf that completely circles its circumference. This served to store the creature's valuables when it yet lived. That which survives here (amidst the rusted and ruined wreckage of several

more treasures) are a total of 550gp, 7 gemstones (50gp each), a perfectly round and smooth piece of jade (that is actually a stone of good luck), a +2 scimitar (made from some form of amber tree sap that is hard as any steel), and a wax-sealed bone scroll case containing 5 druid spells scribed at 12th level (animal growth, obscurement, predict weather, produce fire, and wall of thorns) carved on leather (formerly the wings of stirges).

5. In the center of this room is a long, very steep stairwell. This extends 50' downward to the second level of The Cerulean Cyst. A 10' x 10' area around the top of the stairs has been enchanted with an alarm spell, however, which rings out in area #12 when triggered, warning Valondiel of intruders.

The Cerulean Cyst, Level Two

6. This location represents the landing leading away from area #5's stairwell. Like the level above, it is completely covered in a thin coating of algae and molds, owing to the centuries in which it has been submerged beneath still waters.
7. Within this area is a most potent sentinel, put into place here by Valondiel to see to the defense of her home. When the sinister fey created it, it was a Flesh Golem, so artfully crafted that it was impossible to distinguish the automaton from an actual naturally-born (and impossibly-handsome) elf. Centuries of immersion in The Cerulean Cyst have not been kind to the construct, however. Its flesh has largely rotted away, leaving it a horrific sight: A terribly bloated monstrosity with peeling, flayed skin beneath which its organs and bones show through. Indeed, it is largely only because of the powerful magic that gives it its semblance of life that it is still intact at all. Indeed, it is still whole enough to fulfill its intended purpose, however. As soon as any creatures but its mistress pass the doorway leading to this area, the golem

comes forth from its chamber and attacks.

Flesh Golem: AC 9; MV 8"//6" (reduced to 6" underwater); HD 9; hp 40; THAC0 12; #AT 2; Dmg 2d8/2d8; AL N; SD +1 or better to hit; Immune to most spells, Lightning heals; SZ L; XP: 2,380.

The room in which the Flesh Golem stands its eternal watch was once opulent, meant to reflect the chambers of a favored concubine. The waters that fill The Cerulean Cyst have ruined this finery, however, leaving its furnishings little more than wreckage.

However, if the Player Characters manage to defeat the construct, they will find that it still wears the two sapphire and platinum rings that adorned its hands when it was whole, as well as its matching necklace. Both rings are worth 1,000gp and the thin bejeweled chain another 750gp.

9. This room was once Valondiel's alchemical laboratory. History has long forgotten the



Cartography by Carlos Lising

manifold miracles – both awesome and horrifying – that the dark fey once wrought here. To facilitate such powerful magic, she utilized a small army of those men of the land she'd ensorcelled with her beauty, who provided the labor directed by her sinister genius.

The wooden workbenches once occupying the center of this room and the whole of its

perimeter have collapsed into so much waterruined wreckage. The chamber's floor is covered with shattered glass, overgrown by the everpresent algae and mold that fills Valondiel's home. In fact, the only portion of the room that is still largely as it once was is the ceramic kiln that sits in its northeast corner, though even that is now frigid and quiescent. The seven drowned men that occupy this room are just as cold, but hardly so still. Two of these are now Spectres, while the rest are Ghasts. All thirst terribly for revenge against the living for their fates.

Spectres (2): AC 2; MV 15"//30"//30"; HD 7+3; hp 45; THAC0 13; #AT 1; Dmg 1d8; AL LE; SA Energy drain; SD +1 or better to hit; Immune to Charm, Cold, Hold, Paralysis, Poison, and Sleep; SZ M; XP: 2,100.

Ghasts (5): AC 4; MV 15"//12"; HD 4; hp 24; THAC0 15; #AT 3; Dmg 1d4/1d4/1d8; AL CE; SA Paralyzation; SD Immune to Charm, and Sleep; SZ M; XP: 436.

Valondiel has managed to affect the link between the Ghasts in this room and the Negative Material Plane is such a way that the horrid things explode in a 10' burst of enervating energy if they are slain by way of physical attacks. This affects all those within the range of the explosion as if they were touched by the room's Spectres. This strengthened link between the creatures and the Negative Material Plane has also had the side effect of making them much more resistant to a Cleric's turning than normal Ghasts (treat the character making the attempt as being 3 levels lower). It is fortunate for the Player Characters that the typical stench radiated by these foul undead does not function underwater, or they would be truly fearsome!

If Player Characters manage to overcome the creatures and they investigate the room, they can find several useful items amongst the chamber's wreckage. A potion of speed is contained within a metal hip flask around the periphery of the room, along with a clay vessel containing 3 doses of sovereign glue. A wand of fire (50 charges) made of volcanic

glass can be found within the kiln after 4 turns of stirring through the congealed ash. While the item is extremely fragile, each of its effects is more powerful than the standard item of its type (add 1 dice of damage to each of its functions).

9. This hallway represents a secret passage through Valondiel's home. It was created as a safe way of navigating the underground labyrinth, in the event it was ever successfully invaded. Though it is uninhabited and undefended, a small shelf in its far northwest corner contains a few treasures left there by its mistress: A cork-stoppered glass flute containing a potion of extra-healing and a scroll of three magic-user spells (dimension door, stoneskin, and teleport).
10. In the center of this area is another stairway, that extends 50' downward to the lowest level of Vanondiel's home. The area was once defended by three of the enchantress' most powerful guardians, each of whom has become no less powerful since their drowning.

Swordwraiths (3): AC 2; MV 9"/6"; HD 7; hp 49; THAC0 12; #AT 3/2; Dmg 1d10+1; AL LE; SA Strength drain; SD +2 or better to hit, Immune to Charm, Mind-affecting magic, and Sleep; SZ M; XP: 1,245. Magic items: Chain Mail +1, Longsword +1. See pg. 31 of the Greyhawk Adventures hardcover for more information on these creatures.

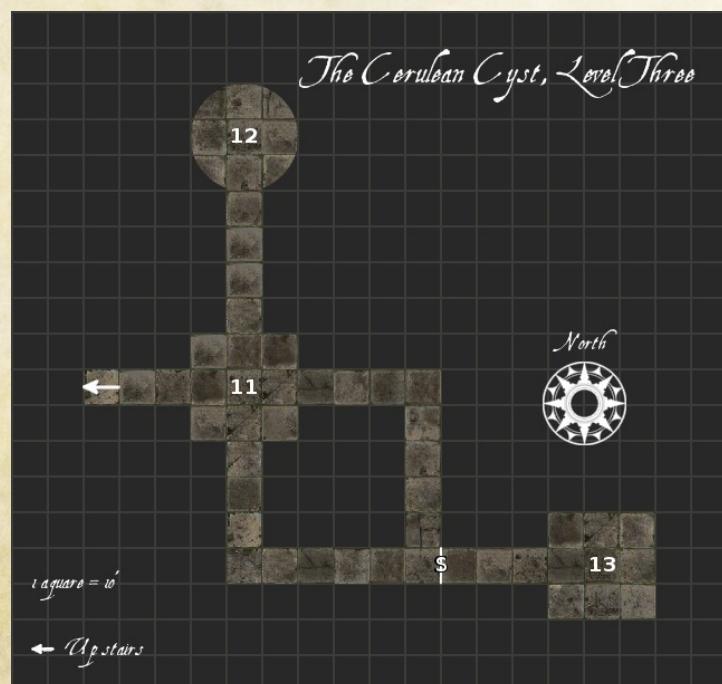
These powerful guardians were long ago seduced by Vanondiel's power and beauty. They will not shirk their duties in protecting her under any circumstances.

12. The bedchamber of Vanondiel was as opulent as that of any queen or empress, but the waters that consumed her home left it a shadow of its former glory. The Suel heroines that rose up to defend the men of their Houses did not think themselves able to kill Vanondiel, so they drowned her home and sealed her away, thinking that by doing so they might rid the world of her evil forevermore. They were wrong. When they flooded the subterranean stronghold, Vanondiel breathed deep – then breathed no more. The day that they turned their backs upon the fell place was the last day of her life.

That day was not the last of Valondiel's existence; her soul seethed with such great hate that her dark fey spirit continues to haunt The Cerulean Cyst as an undead both powerful and horrific.

The Cerulean Cyst, Level Three

11. This landing leads away from area #10's stairwell. Because of the magical effect radiating from this level's denizen, the water that fills it is extremely frigid. All creatures within this level that are not immune to cold suffer 1d6hp damage for each turn that they are exposed to the icy waters.



Cartography by Carlos Lising

Vanondiel

Grey Elven Banshee 13th level

Magic User: AC 0; MV 15"; HD 7; hp 42; THAC0 13; #AT 1; Dmg 1d8; AL CE; MR 50%; SZ M; XP: 3,870.

Owing to the immense power she possessed when she lived, Valondiel is a most potent and unique example of a Banshee. As does a typical Groaning Spirit, the mere sight of her causes fear (as the spell), unless a saving throw vs. spells is made. Likewise, she is both impervious to any cold or electrical attacks and immune to charm, hold, and sleep spells or attacks that emulate these effects. Three times a day, she is capable of uttering a keening wail that causes all that hear her (normally, in a 3" radius, but see below for more details) to save vs. magic (at a -2 penalty) or die on the spot. Furthermore, similar to a Ghost, Valondiel's body is immaterial (non-corporeal). This allows her to pass through solid objects as she chooses.

It does not prevent her from physically attacking opponents, however, as the damage she does when doing so takes the form of a spectral chill, rather than physical force. Despite this insubstantial form, she can still be struck by +1 or better weapons in combat. She can be Turned by a cleric as a Lich.

Finally, Valondiel has retained the ability to cast magic-user spells, even after her death. When the Player Characters encounter her, she has memorized the following spells (less those which she has cast in preparation of combat with them, see below for details): **1st:** Charm Person, Magic Missile (x2), Sleep, Unseen Servant; **2nd:** ESP, Invisibility, Mirror Image, Shatter, Web; **3rd:** Blink, Dispel Magic, Lightning Bolt, Phantasmal Force, Slow; **4th:** Charm Monster, Confusion, Evard's Black Tentacles, Magic Mirror; **5th:** Animate Dead, Telekinesis (x2), Wall of Force, **6th:** Chain Lightning, and Globe of Invulnerability.

If Vanondiel has been warned of the presence of trespassers within her home by the alarm (located in area #5), then she will have

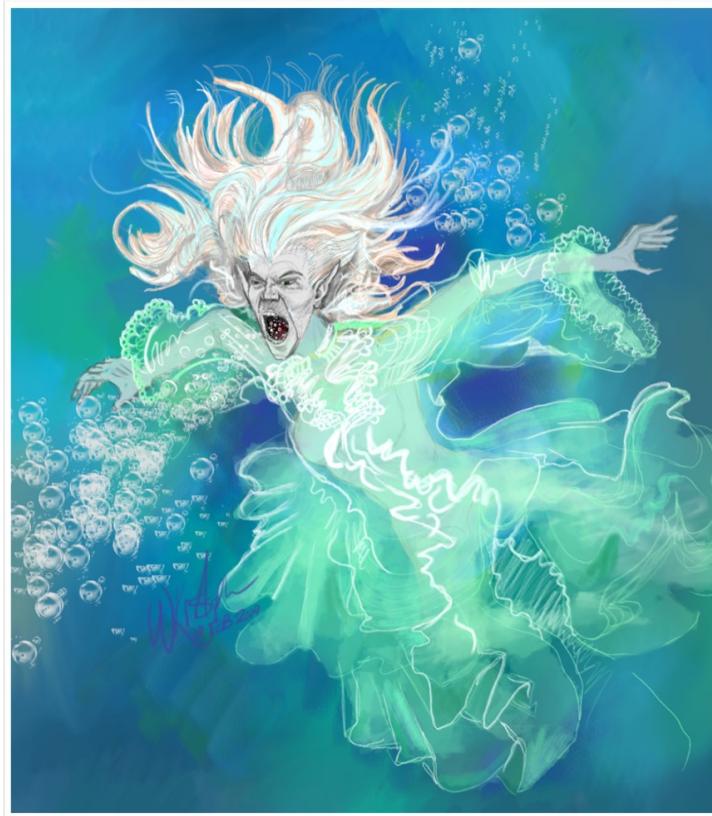


Illustration by W. Kristoph Nolen

cast

spells readying herself for their meeting. In order, she will cast Globe of Invulnerability, Blink, ESP, Mirror Image, and Invisibility, giving her a significant advantage should combat to follow.

When Player Characters enter this chamber, whether she is prepared for them or not, Vanondiel will be reclining on the wreckage of her bed, as she so enjoyed doing when she lived. As soon as she sees them, she will then use her wail ability in an attempt to kill them all (and animate them as undead, later, to renew the defense of her home). Note that because sound travels so well throughout The Cerulean Cyst, every creature within the entirety of this level, no matter their location, can hear and be affected by the Banshee's wail. The only exception to this is if Valondiel is in area #13 with its secret door shut, as her wail will not penetrate the heavy stone barrier.

After wailing, she will dimension door in front of the door to area #13, where she will wail again. She will then pass through the door to that area (by virtue of her intangibility), making

a last stand there, should Player Characters manage to survive and follow her.

The wreckage of her bedchambers contains several valuable items, should Player Characters have the chance to investigate it.

A ceramic bowl that once sat on one of her end tables has spilled the 20 assorted gemstones (each worth 50gp) all over the floor beneath the splinters of her bed. Atop the bed itself can be found the platinum and emerald ring she once wore, which is worth 5,000gp, along with a matched ring of protection +3. The ancient robes she once wore are waterlogged, but are largely undamaged, thanks to their magic. They perform as robes of scintillating colors, when dried and made clean. Finally, a small leather satchel amidst the ruins of a dresser is actually a heward's handy haversack, which is filled with 1,000gp of ancient Flan mint (making each one ten times its worth to one who knows their actual value).

13. The secret door leading to this room is made of solid stone, covered in algae and mold. If touched in any way, its trap is triggered, which stokes to life the symbol of death which is inscribed on its face (its magic is undeterred by the growth upon it, shining darkly right through its substance). This chamber once served to store Vanondiel's many treasures. Within it are 3,300sp, 1,550ep, 2,250gp, and 1,000pp. Each one of these coins is made even more valuable for their great antiquity, of course, and can be sold to a collector or numismatist for twice their mineral value. Along with these coins are an elixir of youth, a potion of fire resistance, a staff of the serpent (python), a pair of boots of levitation, and elf-sized suit of leather armor +2, a dagger +3, and a longsword +2 "giant slayer". Unless Vanondiel has retreated here to make a last stand, this treasure is largely undefended. Lastly, within this treasure is a single fist-sized diamond of remarkable purity and clarity. Worth 25,000gp, the jewel is both breathtakingly beautiful and the subject of a

terrible curse. For each day it is held by a possessor, they must make a saving throw vs. spells at a -2 penalty. Failing this save results in their Alignment being shifted one category, until they finally become Chaotic Evil. This is the very item that saw Vanondiel herself seduced into the monster that she would one day become. In the hands of Player Characters, allowing this object to find exchange through the hands of men might be far, far worse than freeing Vanondiel herself....

This adventure is dedicated to fans of the WORLD OF GREYHAWK, all around the globe.

For more information regarding **casl Entertainment™** role-playing game aids and other products:



- caslentertainment@gmail.com
- www.facebook.com/caslEntertainment
- www.patreon.com/caslEntertainment

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THE WALL

by Denis “Maldin” Tetreault,
Maldin’s Greyhawk— melkot.com

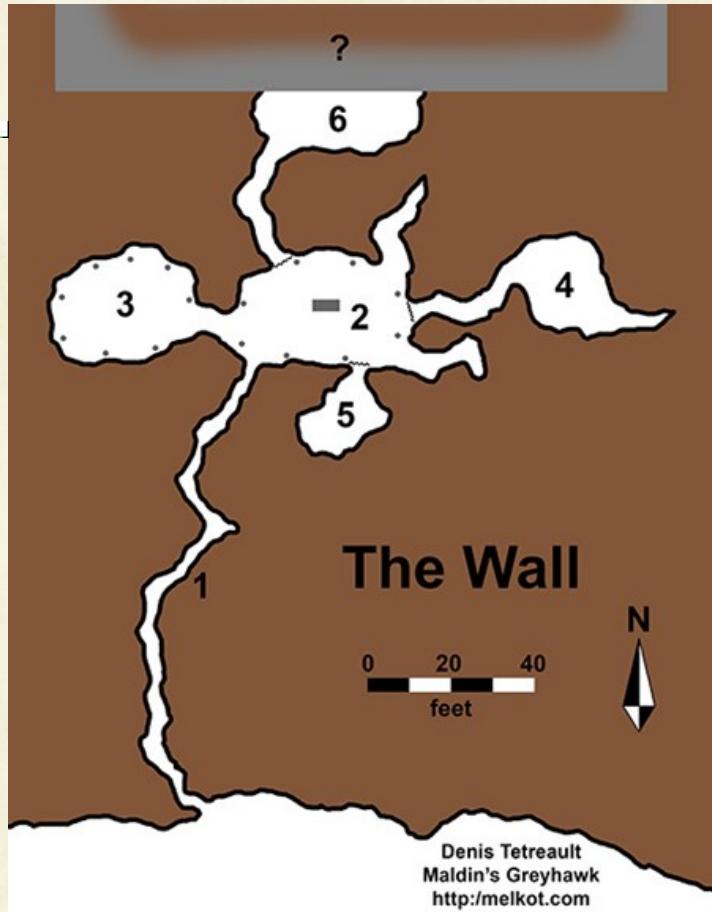
Part way up the side of a steep valley, where the winter snows from the southernmost Yatil Mountains feed the remote upper reaches of the Fals River, is a small uninteresting cave entrance. Mostly hidden by vegetation, and indistinguishable from scores of similar caves that dot the countryside, this cave is special. It conceals one of the most holy, and one of the least known, of gnomish locations in the Flanaess.

The priesthood of Segojan Earthcaller are very familiar with the cave, although most other gnomes are not. The local gnomes are aware of a legend of an indestructible stone wall somewhere in the mountains, however great pains have been taken to keep the location as low key and unnoticeable as possible. Traffic to the site is kept to a minimum, and even the name by which it is referenced is non-descript. According to the priests, the Wall was built by Segojan Earthcaller himself, gnomish god of the deep earth.

1. Entrance Tunnel

The partially concealed entrance is rather small. Individuals taller than 4 feet must stoop in order to pass through much of the entrance tunnel, and groups can only enter single file. Anyone coming through the tunnel is at a terrible tactical disadvantage. Undetectable from the entrance, there is a weak antipathy magic about 20 feet into the tunnel effectively preventing normal animals from entering any further. Intelligent interlopers will only experience a quite noticeable feeling of unease and reluctance to proceed, but are otherwise not prevented from continuing on. The small size of the entry tunnel prevents many of the more dangerous predators in the region from entering the temple.

2. Temple of Segojan Earthcaller



The temple is surprisingly quite modest, consisting of an altar composed of a single block of natural stone which does not appear to have been worked at all. Around the margins of the room are scattered eight 5-foot high pedestal-shaped stones, also appearing to be natural. The top surface of each pedestal has a slight hollow filled with a small amount of ash, indicating something was burned there. The room has 7 exits, however 3 of them are covered over by unadorned draperies composed of a coarse, earth-colored cloth.

3. Council Chamber

This room is used as a council chamber for leaders of the priesthood of Segojan. Once per year a special council is called with representatives sent from all over the western Flanaess, where business of the priesthood is conducted. At this meeting, the guardian of the temple is chosen, among other important

discussions. Local priests will gather for less important events several times per year. The room has also been infrequently used as a meeting place for leaders of local clans when secrecy is needed. The only objects within the room are the familiar pedestals around the margin of the room.

4. Priest's Quarters

This is the residence of the solitary temple priest. Currently, the temple is guarded by an elderly and experienced gnomish priest of Segojan Earthcaller.

Nivyn Stonemaster

10 Priest / 7 Illusionist

Str 11, Int 16, Wis 18, Dex 17, Con 16, Cha 10,
Hp: 69

AC 4 Bracers, +2 ring of protection, Rod of Flailing, Stone of Controlling Earth Elementals

It is considered one of the greatest honors within the Church of Segojan Earthcaller to be chosen as a Guardian of the Wall, and only experienced and highly respected priests will be selected.

Assignment to this post is annually reviewed, however priests often stay for more than one term. The current guardian has been here for almost 5 years. Because of the nature of this location, the priest's Stone will summon two maximum strength earth elementals when used, and they will remain until the priest dismisses them. The Stone remains with the current guardian of the temple; however the Rod is this priest's personal weapon.

The room itself is rather modest, with a bed, table and chair, desk, storage cabinet, and several chests. In the south east corner of the room there is an alcove with a variety of boxes and other items. Items in the room mainly consist of the priest's personal items needed for a solitary life in the temple. Other than a small collection of very old religious texts (which could be quite valuable to some individuals) which remain with the temple, there is no treasure to speak of, with one exception. This is not a permanent residence, and the guardians have no

need to keep valuables here as all of their needs are taken care of. Hidden within one of the chests is a selection of gems used for religious ceremonies of Segojan.

5. Storage Room

Boxes, casks, barrels, sacks, and baskets can be found arranged with some degree of organization within this room. A variety of supplies for isolated living can be found here, as well as supplies used for religious ceremonies and council meetings. Every few months the temple is visited by gnomes bringing supplies, and checking on the guardian to see if everything is alright.

6. Hall of the Divine Wall

Upon entering this otherwise empty space, all attention immediately focuses on the absolutely flat, featureless grey surface that forms the northern wall of the chamber. The flawlessly uniform color and texture of the material has an almost otherworldly and unnatural character. It is not hard to imagine a god being behind its creation. Nothing can stick to its surface (including Sovereign Glue). No magic can affect it, nor can it be physically scratched, chipped or dented. Divination magic reveals nothing about it. Clairsentient magic cannot penetrate beyond its surface. If one can shift into the ethereal realm, one sees that the surface exists there as



well (its interdimensional nature may help explain its indestructibility). From the ethereal, one can see that the Wall is actually an impenetrable cube approximately 150 feet on each side, with no visible entrances.

The legend surrounding the Wall describes how it was constructed by Segojan Earthcaller to keep the evil and destructive gnome god Urdlen out of the area. The "why" of it is hotly debated by the priests. Some believe the wall protects something extremely valuable, such as an

artifact-level item that will someday be required to save Oerth from a future threat. Others believe the wall imprisons something extremely dangerous, suggestions ranging from a powerful evil artifact, to a divine child of Urdlen. There is therefore quite a conflict within the church as to whether an entrance should even been searched for. All can agree the location needs to be monitored, hence the establishment of the temple more than a millennia ago

How to use this location

The PCs could be searching out the elderly Guardian of the Wall, who is a wise priest, skilled illusionist, former adventurer in his youth, and is very knowledgeable on Segojan, Urdlen, and matters of the deep Oerth. The adventurers may not even know about the Wall in such a case. They may have heard of the legend of the indestructible wall, and want to learn more about it, or may even be representatives hired by a militant faction of the priesthood that wishes to find a way through the Wall. The adventurers could stumble upon the temple after it has been attacked and occupied by followers of Urdlen, or may have been hired by the priests of Segojan to rescue Nivyn and recapture the temple. The cube (or its contents) may have some form of awareness and has called out to one of the PCs in a dream. As part of a greater quest, they may be on a mission to enter the cube and recover a powerful item necessary to combatting a great Oerth-threatening evil, or may need to fight something on the verge of escaping the cube. The incredibly ancient cube may not even have anything to do with Segojan Earthcaller at all, and his priesthood have merely usurped ownership of the legend. The ultimate truth of the cube is up to individual DMs.

GREYHAWK REBORN

And So It Begins

It is no longer safe to be out at night. It is not safe to travel from town to town, except in groups. The dark somehow seems darker, more sinister. Only the very powerful travel alone, or after dark. Or the very foolish.

What was once thriving farming hamlets are now walled villages. Towns are now heavily fortified. Only the foolish are outside the safety of town walls at night; even the farmers travel to the fields to mind their crops during the day, only to return to the protection of civilization at dusk.

Goblin, kobolds and their ilk fill the vast spaces between towns now, bullied by hobgoblins, and gnolls, and

orcs. It is said that their evil grows stronger each day. There are likely fouler, more evil masters above them, such as trolls, and giants, and drow. And even more hideous evil creatures above them. And it is rumored that great fiends and other abyssal creatures now sit at the top rung of the ladder with the strong ruling the weak.

No, it is not a safe world anymore, not since The Breaking.

The Empire of Keoland

The once powerful Keoland has fallen into a series of city states. Niole Dra, at one time one of the most powerful places in all of the lands, is now controlled by the Wyrd-King and his magical minions, who rule through their knowledge and power. Their dominion extends only from the Capital to the tall tower south, from where the Wyrd-King came, and extends a day's ride or so outside the area. The capital has yet to be completely rebuilt after the Invasion of a decade ago.

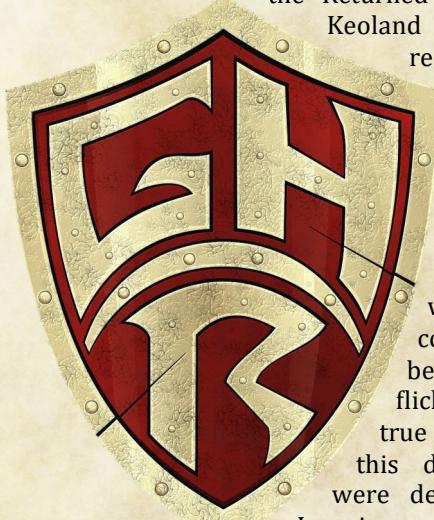
Gradsul is still ruled by the Duke Luschan and the Duchess Maressa. Their benevolent rule is enforced by their navy, which was virtually untouched by the Breaking. The city remains intact and boasts new construction beyond the walls of the Old City, where many refugees of the Invasion and the Breaking, came for protection. It is now a thriving city, as much as a city can be thriving in these times. Many fine sages and artisans ply their craft here in Gradsul where they now make their home. The Duke's protection extends not far from the city, though it does extend further along the coasts than inland. Of course, the Duke's navy broadens his influence to the seas.

The western area of the Kingdom is now entirely composed of the Cryllor and the Good Hills. The Lady Lora Manz rules the Cryllor and the area round the city. Cryllor is strongly allied with the Hills to the east where many of the raw ores and resources needed for their forges are found. Many races live in the Good Hills, mining the ores in small defensible settlements, including dwarves, gnomes and halflings as well as kobolds and other humanoids.

Further north, Flen, once a proud city, now lies in ruins, buried at the bottom of a new lake created by both the Invasion and the Breaking. Several other small points of civilization survive in the Kingdom: Shelspring Barony, now ruled by the young noble with eyes not his own; the far northeastern part of the Kingdom, isolated and left alone during the Troubled Times; and yet another far outpost, Haven near the swamp to the southwest. The Dreadwood has been rid of its malevolent influence but has grown greatly over the time since filling in the farmlands of the Heartlands with darkness of a forest unknown. Many foul creatures have taken up residence in this wood under the dark canopy where sunlight rarely shines.

The Troubled Times

The Invasion came first, a decade ago. The Army of the Returned marched across the Keoland from the western reaches to the Capital, destroying



everything in their path. The Army was composed of marru, humanoids, giants and undead, led by a powerful creature whose face was constantly hidden

behind a shield of flickering colors, their true identity unknown to this day. The Heartlands were devastated during the Invasion. All crops were destroyed and anyone found was killed and turned into undead soldiers in the Army of the Returned. The Invasion was defeated at the Capital, though with great cost. The King and the King-Slayer were killed as

were many other good citizens of the Kingdom. That winter, many of those lucky enough to survive the Invasion died during the Famine that ran rampart throughout the Kingdom. Many perished all over the Valley as the breadbasket of the Valley was barren. Good people turned on one another, as the survivors fought over the scarce food. This was called the Year of the Invasion (598 CY).

Next came the Year of the Plague. The Plague ran rampart through those that survived the Famine. Where it came from or what its cause was never discovered. It spread like wildfire in the spring of CY 599. The shakes came first soon followed by the bloody cough, then hallucinations, followed shortly by death. The Plague hit the entire Valley hard and even spread somewhat beyond the Valley. Prior to the Troubles the population numbered 2 million citizens. Now less than 250,000 remain.

As the Invasion, the Famine and the Plague were happening in the Kingdom, other woes occurred across the rest of the lands which came to be known as the Breaking. The Old One of the North, plotting as always, had finally outsmarted the Circle of Eight. The Old One created a ruse in which his main goal was divine ascension at whatever cost. He pulled the wool over many wise men's eyes and, to craft his plan, created much havoc. The good folks of Veluna were taken aback when their most holy relic, the Crook of Rao, was used in the Old One's deception and grab for power. Many fiends were released from the demi-plane where they had been trapped and many other fell beasts were delivered onto the lands as the Old One's scheme reached its final act. These creatures were unleashed and took up residence where they could find those to rule and subjugate and where they were far from those of good dominion who could threaten them. This has come to be known as the Breaking.

Other Lands

As the Breaking was occurring, many other events were happening across the lands. In the remnants of the Great Kingdom, it seemed that the ruling line had finally fallen. The shield around the capital of the once great kingdom had also fallen and with it, many of the undead and other foul creatures that had populated those lands. With those lands now mostly not inhabited, the former vassal states of the once Great Kingdom vie for control of the lands and wealth REMAINING, as well as the power that could be available.

In the south the Scarlet Brotherhood survived somewhat intact, though the Troubled Times certainly caused much havoc in their master plan. They still exert much influence over the seas of the south with the Duke's navy being their only worthy adversary. They still continue their breeding programs though they have lost control of the loose alliance of pirate states and islands that they once commanded to the west.

In the north, as part of the Old One's subterfuge, war had broken out. The Old One's army marched south to

once again battle the Veluna and Furyondy. The Old Ones army had many greater numbers but the good hearts, great courage, strong arms and wily minds of the good men were winning out when the Old One's plans came to fruition. Upon the Old One's ascension, most of the leaders of the Old One's army lost command and most of the soldiers lost morale, as he was no more amongst his army. But a great many fine men and women were lost in the Last War of the North though the Old One left his former right hand man in charge.

In Greyhawk City, much was changing. The Great City's mayor had entered into an alliance with Turosh Mak, the orcish leader of the wild coast, saving the city from a near certain siege. However, as much as it saved the Great City, it doomed its mayor's political future. Without his adept leadership skills, the Great City has since fallen into a web of political intrigue and mistrust as the various powers within

struggle for influence and control. And with the Troubled Times, many refugees have fled to the Great City, filling its already cramped spaces, overflowing out beyond the walls.

Turosh Mak, with a treaty intact to his east, then turned his full assault onto the Ulek states between him and the Keoland. The long and difficult battles cost the orcish leader many of his troops and much time but he eventually overwhelmed the states and now holds control over all of the land from the Great Bay to the Great Empire. But there are still dwarves, gnomes and others, living underground, who fight valiantly in a guerilla war against the troop occupying their lands. The once powerful neighboring kingdoms are now too busy trying to solve their own problems rather than worrying about the Ulek states.

GREYHAWK REBORN

Bringing gameplay to the fans

What is Greyhawk Reborn?

From the ashes, Greyhawk is Reborn!

We are the longest running 5th Edition Dungeons & Dragons living campaign! Greyhawk Reborn currently takes place in 619 CY, 21 years after the end of Living Greyhawk, and it needs heroes once again!

Greyhawk Reborn began in 613 CY, 15 years after the end of the Living Greyhawk campaign, using those events as inspiration for our campaign. It is a dark, dire world where people have fled from the wilds, looking for the protection of fortified villages and towns. The roads are no longer safe to be traveled without protection of some sort. To be out at night is just foolish!

It is just the kind of world where heroes are needed.

Yet again explore one of the oldest, most beloved campaign worlds of all time. The world of Greyhawk will come alive again as your characters, your HEROES, wander upon the Flanaess, pushing back the darkness. Venture forth anew in the realm that brought you classics such as *The Village of Hommlet*, *White Plume Mountain*, *Against the Giants*, *Slavers*, and the Living Greyhawk campaign. Revisit places such as Saltmarsh, Greyhawk City, the Vast Swamp, and the Amedio Jungle. Create new player characters in your favorite world with

classic races and classes. Create mighty warriors, powerful wizards, saintly clerics and dubious rogues. Your characters' actions will continue to shape the world of Oerth.

Why Greyhawk Reborn?

Our primary goal is to entertain - players and DMs alike - while supporting the gaming community. We have felt the void in the gaming community. We used to get together often, at both conventions and gamedays. Gamers came together from all over, sharing tables, and stories. We'd like to see the gaming community come together and grow once again. We met so many great gamers, and great people, players and DMs who made us better players, DMs, and more importantly, better people. It is time to bring that community back. The Greyhawk Reborn admin team feels very strongly about this.

It is time to bring that community back and to see the gaming community come together and grow once again. One of the main goals of the Greyhawk Reborn campaign is to bring gamers together. As such, the game is offered primarily at conventions and game days. We believe the more often gamers get together, and the greater the number of gamers that get together, the greater the benefits to the gaming community.

What is a "living campaign"?

A living campaign springs from the idea that a home-style roleplaying campaign can be expanded to include tens, hundreds, or even thousands of different players and characters. In essence, when you play an adventure, other players with other characters can experience the same adventure, and maybe have a completely different experience than you. So many players (and many characters) can share the world, share the experiences, and still have some not-so-shared experiences.

Greyhawk Reborn is a new type of living campaign where adventures are created, written and judged by the GM. With the authors running their own adventures, players experience a unique and fantastic play opportunity at tables where the DM remains versatile during storytelling.

One of the main principles of our living campaign is that character actions can have a lasting impression. For instance, during a royal wedding festival, the local thieves' guild has a contest in which a Quaal's Tree Token is to be placed in the most outrageous or inappropriate location. If your character places the Tree Token in the reflection pool in the royal palace, it may show up there in future adventures. You (and your character's) actions have meaning!!

What are the guiding principles of the Greyhawk Reborn campaign?

- Have fun. Everyone at the table should be a part of the enjoyment of everyone else. Everyone seated at the table is sacrificing time and/or money to be able to play this particular game, including the DM.
- Story is king. The campaign staff strongly believes that Greyhawk Reborn is a shared storytelling campaign. Every adventure is meant to involve you and your character in the World of Greyhawk.
- Invest players in the campaign. You and your character should be able to become as fully immersed in the world of Greyhawk when you play an adventure.
- PC actions have consequences. You, and your player character, likely wish to become stuff of legends. Together, we strive for fun, interactive play opportunities to help your PCs reach

legend status. However, there are also consequences for each PCs actions - some rewarding and some not-so-much.

- Role-playing and roll-playing are not mutually exclusive. We are all aware that different play styles exist. Our DM versatility promotes a respectful and entertaining experience to all play styles.
- Expand the campaign. We strive to involve as many people in the creative process as possible to help the campaign grow.

Is it available where I live? Will it be available?

Greyhawk Reborn currently has active players and author/GMs in Pennsylvania, Maryland, Virginia, New York, and New Jersey. This is where our current player base and DMs live. Our events are available from the Washington, D.C. area to south-central PA to northeastern PA to the northern NJ axis, and are expanding quickly. You can expect to find us at MepaCon in Scranton, PA (both fall and spring), BFG Con in Frederick, MD, Gamers of Summer/Gamers of Winter in Harrisburg, PA, and Save Against Fear in Harrisburg, PA. We also currently have game day events in both the central PA and MD/VA/DV area.

As it grows and expands, we would love to include more areas. We need more people to help create and DM adventures, as well as perform other tasks that a well-run, well-organized living campaign needs to thrive. And that is where you come in. Check out our Getting Involved page for more information.

Isn't GHR limited with no distribution? How can it grow in the future?

We anticipate that the campaign's growth will also draw creative, reliable, and exuberant people willing to join in and volunteer to add to the campaign. As more regions become available for play, we are currently implementing Guilds and Professions for players to join, and are investigating the expansion of our website, including forums for posts, both in-character and out-of-character. To do so, we need authors and volunteers to play and promote Greyhawk Reborn in their local areas. Not only are the PCs affecting

the story, but also the players as we plan to bring Greyhawk Reborn off the table and into the virtual world. How fast Greyhawk Reborn grows and how far it expands is up to the players. The Greyhawk Reborn Admins look forward to the journey!

Why have only the authors run their own adventures? Why can't you send me some Greyhawk Reborn adventures to run at my game day or convention?

We've discovered multiple effects of authors acting as DM for their own adventures. It provides a unique play opportunity at the table. Authors no longer have to write 30+ pages of detailed backgrounds, encounters, box text and appendixes. Consequently, they can sit down to DM at a table with nothing more than a few pages of written text (including monster blocks) to guide players through the adventure. DMs can "roll-with-the-punches" from table to table, making modifications when PCs creatively decide to go off the beaten path, and tweak combats and NPC reactions without affecting the overall continuity of the adventure. In addition, running as the creating DM allows us to avoid the legal issues of distribution and intellectual property, while allowing gamers to share in the renowned world of Greyhawk.

Where can I find further information, and how can I contact the staff at Greyhawk Reborn?

Greyhawk Reborn is managed and run by Warduke Press, LLC, and you may discover more about us at the following places:

website: greyhawkreborn.net

Facebook page at: facebook.com/greyhawkreborn

Facebook Group at: facebook.com/groups/greyhawkreborn

Yahoo group at: groups.yahoo.com/neo/groups/ghr/info

Twitter at [@GreyHawkReborn](https://twitter.com/@GreyHawkReborn)

Instagram at [greyhawkreborn](https://instagram.com/greyhawkreborn)

THE GREYHAWK CHANNEL

Bringing gameplay to the fans

The Panelists of GaryCon would like to thank DMShane of [The Greyhawk Channel](#) on Twitch.tv for his contributions and efforts over the past year. The growth that the channel has found as more and more fans of Greyhawk support them is heartwarming.



His great videos have a massive variety of appeal, ranging from informal interviews, information and lore about the WoG and its creators (both in-setting and out), games with amazing roleplayers enjoying their fantastic DMs, and perhaps most importantly, showing the world exactly how fun it can be to sit at a gaming table with friends (both new acquaintances and old) and just *have fun!*

The amount of diversity in the cast of the the livestreamed games is incredible, and there's a wide variety of veteran and newer players, some who've played in Greyhawk for years, and some who have just come to the setting in 5th Edition.

One of the greatest things about the Greyhawk Channel is that there's a marvelous community, and those who become subscribers on Twitch get to join the GHC Discord server, to chat and spend time laughing a lot!!

Shanes's videos get tens of thousands of hours of viewing, and there's hundreds of videos to be seen, and many are ongoing shows that you can binge-watch just like your favorite TV show!

Some of their shows include:

- Mordenkainen's Path of the Planes
- Secrets of Castle Greyhawk
- Liberation of Geoff
- Savage Tide
- Rise of the Temple of Elemental Evil

If you haven't tried watching livestreams yet, you'll be pleasantly surprised how easy they are to watch, or just listen to like a podcast. If you like livestreams, DMShane is probably the most descriptive and interesting speakers you could want to hear! And he does *fantastic voices!*

They can't be *more* recommended! Give'em a try, support them, and become a Patreon, and get a chance to be in one of Shane's games!

FLANAESS DISTANCE CHART

Mileage between cities of the Flanaess

At right, you will find a chart designed by a master of detail, Allan T. Grohe, jr. ("grodog").

All distances are given in miles.

We all know how difficult and sometimes tedious it can be to measure maps, trying to figure out how far away a city is. But, Allan's already done it for you, for many of the cities in the core of the Flanaess!

This is an incredibly useful tool for both DMs and players alike, allowing travel times to be calculated for overland travel, or for discovering how long it will take to get a rare purchased magical item imported from far away! You can even compound distances on an even longer journey, adding them together as your PCs go from city to city!

Settlement Name	Dyvers	Enstad	Fax	Greyhawk	Hardby	Littleberg	Luekish	Maure Castle	Narwell	Nellix	Safeton	Verbobonc
Dyvers	0.00	48.55	48.00	17.73	28.36	38.18	66.00	42.55	22.36	75.27	29.45	34.36
Enstad	48.55	0.00	35.45	63.27	55.64	54.00	106.64	78.00	32.18	110.73	38.73	24.00
Fax	48.00	35.45	0.00	54.00	37.64	74.18	84.55	55.91	26.73	84.00	21.27	49.09
Greyhawk	17.73	63.27	54.00	0.00	23.18	49.64	48.55	27.82	32.73	58.91	33.27	51.82
Hardby	28.36	55.64	37.64	23.18	0.00	65.45	49.64	23.18	24.55	55.64	15.27	53.45
Littleberg	38.18	54.00	74.18	49.64	65.45	0.00	99.27	79.64	49.64	111.00	62.18	30.00
Luekish	66.00	106.64	84.55	48.55	49.64	99.27	0.00	30.00	75.27	17.45	67.36	99.27
Maure Castle	42.55	78.00	55.91	27.82	23.18	79.64	30.00	0.00	44.18	33.82	37.64	73.64
Narwell	22.36	32.18	26.73	32.73	24.55	49.64	75.27	44.18	0.00	79.64	11.45	30.00
Nellix	75.27	110.73	84.00	58.91	55.64	111.00	17.45	33.82	79.64	0.00	69.27	106.91
Safeton	29.45	38.73	21.27	33.27	15.27	62.18	67.36	37.64	11.45	69.27	0.00	43.64
Verbobonc	34.36	24.00	49.09	51.82	53.45	30.00	99.27	73.64	30.00	106.91	43.64	0.00

Chart by Allan T. Grohe, Jr ("grodog")

WORLD OF GREYHAWK

a Fandom Renaissance

GaryCon has a long and storied history over eleven years.. It celebrates the life work of Gary Gygax. Fans have been creating and sharing since Greyhawk was originally created. This special edition of the Oerth Journal celebrates that tradition by displaying some of the best fan-published content in homage to the setting.

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- State of the Bandit Kingdoms – by William Dvorak
- Erastoríul Ka'arndrik—a new and deadly drow sage looking for vengeance in Erelhei-Cinlu. By Allan T. Grohe Jr. ("grodog")
- The Great Flanaess River Adventure – by the Oliver Brothers, with an introduction by fan-favorite Rhennee narrator Meritaelin Vindreškaya, by Kristoph Nolen
- The Cerulean Cyst—A dangerous threat lies beneath in a flooded tomb, and a perilous foe lies within. By Carlos Lising
- The Wall – a hidden gnomish temple, with a impervious wall with unknown secrets beyond it. By Denis Tetreault
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